

Let's start being agile

 Write a user story to describe what you want to achieve from the workshop

Structure of a User Story

As a [person in a role]
I want to [perform some activity]
So that [some goal is achieved].

http://tynerblain.com/blog/2009/02/02/user-stories-and-use-cases/

My user story for this tutorial

As the instructor

I want to provide the attendees with knowledge to manage testing activities within Agile projects

So that they can improve the added value of testing

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What drives the high levels of interest in agile methods



Why is the software development community adopting Agile methods?

- Reducing time to market
- Responsiveness to changing business and customer requirements
- Application quality
- Recognition that you "don't know what you don't know"
- · Improvement visibility

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Agile Manifesto

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

(source: http://www.agilemanifesto.org/)

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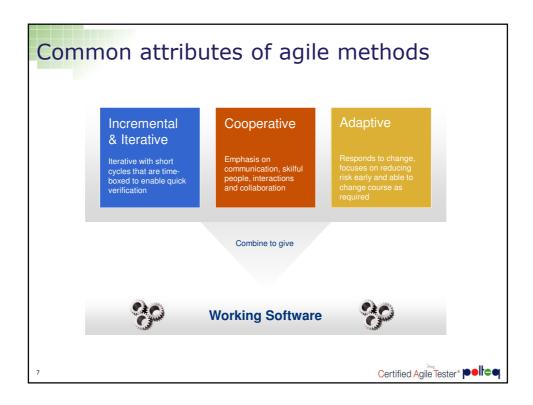
Agile is not!



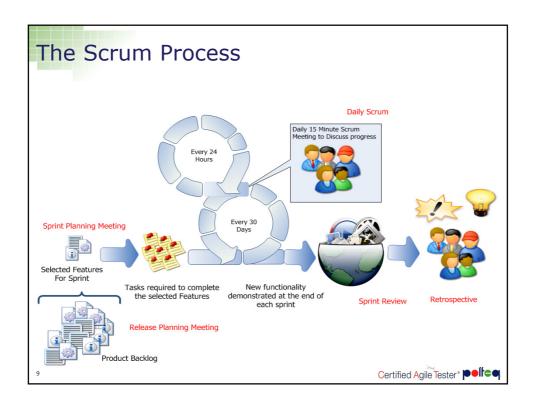
An Agile Method is Not:

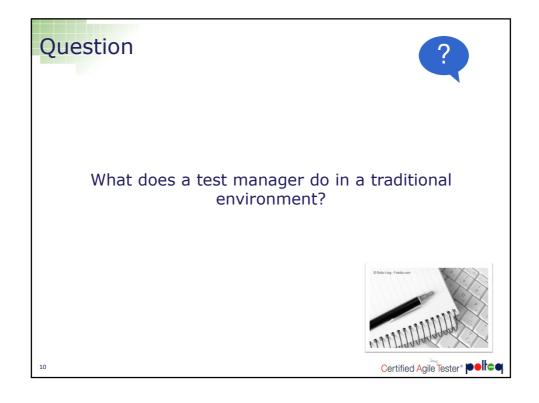
- · Compressing the project schedule
- Removing all existing software development processes
- Throwing out all documentation
- Writing code up to the last minute
- An excuse for doing anything

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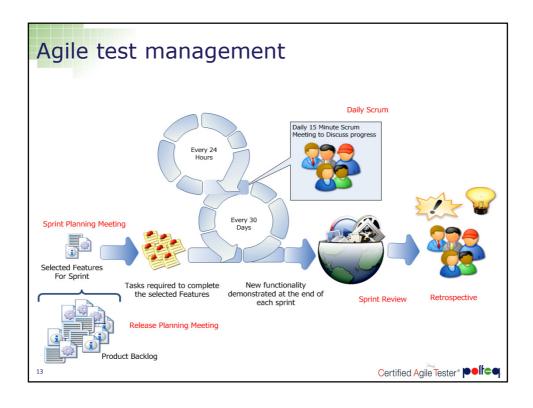
Traditional test management

- · Manage the test organization
- · Create and update test strategy
- Create and maintain master test plan
- Perform product risk analysis
- · Report on test progress
- · Report on risks
- · Report on quality
- Planning
- Estimation



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Agile test management

- · People management
 - Provide people for the teams
 - Coach and train the people
 - · Agile and the used method (mostly Scrum)
 - Testing
 - Facilitate knowledge sharing
- Generic test approach / strategy
- · Release planning
- Keep the big picture (helicopter view)



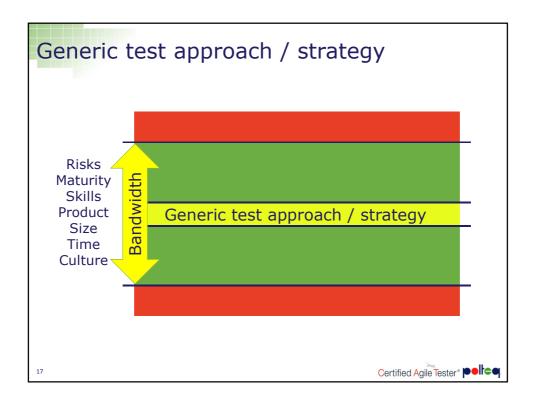
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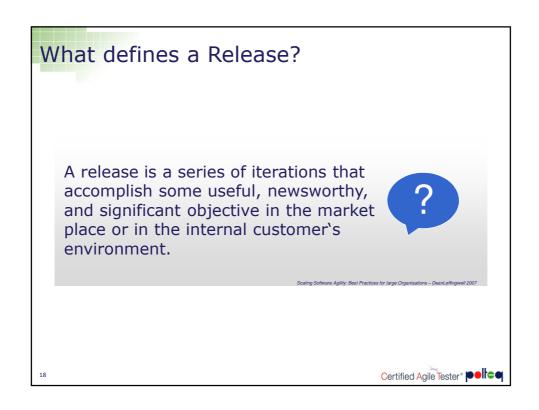
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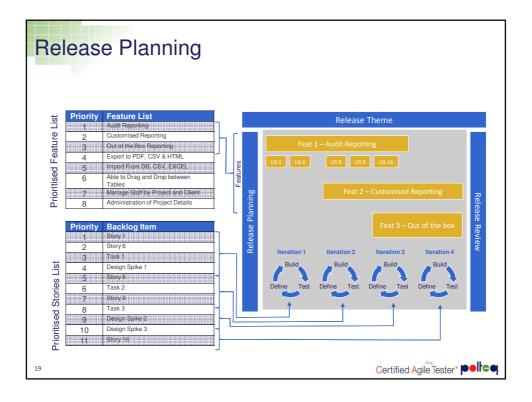
Generic test approach / strategy

- · Training and coaching
- · Defect management
- Risk analysis
- · Non-functionals
- · E2E testing
- Tooling and automation
- Environment management
- Metrics and reporting
- ..

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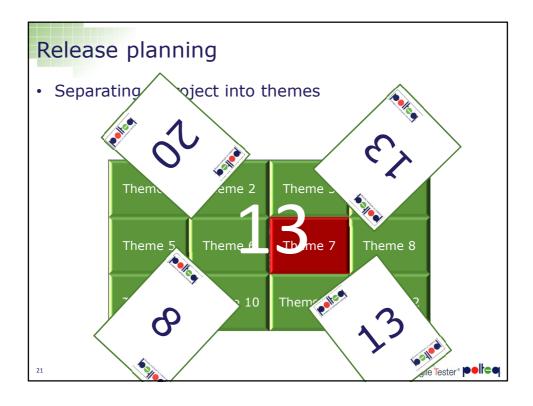


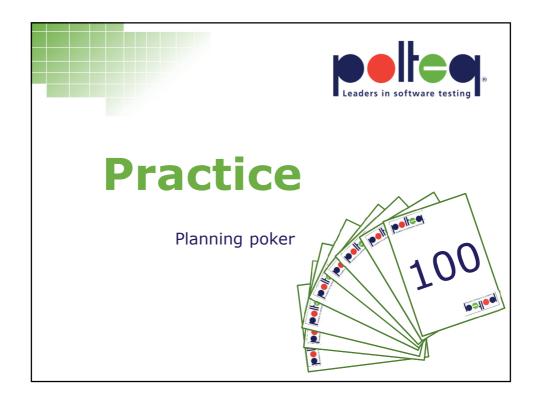




Release planning

- · Help create release themes
 - Including a high level risk assessment
 - Consider dependant user stories
- Estimate the themes
 - Like the teams estimate user stories → planning poker



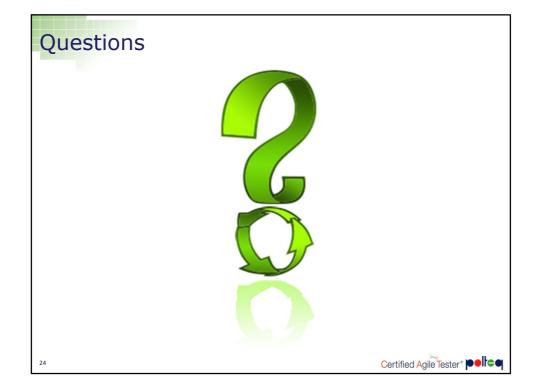


Summary

- Test management will not disappear
- More focussed on people management and facilitating
- Define a test scope in which the teams can find a way to work
- Keep the overall view on the risks and test levels
 - Multi-team
 - Themes
- Assist in release planning

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About the speaker

Jeroen Mengerink

Polteq Test Services, The Netherlands jeroen.mengerink@polteq.com

http://www.polteq.com

http://jmengerink.wordpress.com

Jeroen works as a test consultant for Polteq. Next to his work for clients, he is involved in various test innovations. His main area of expertise is Agile, for which he is the person to talk to within Polteq. Jeroen teaches several test courses, e.g. about Agile, SOA and Cloud. He has recently finished the book and approach Cloutest® on how to test when cloud computing is involved.



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